PAUL O'DONOVAN

SOFTWARE ENGINEER

DETAILS

ADDRESS

Donnybrook, Dublin

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LINKS

<u>LinkedIn</u>

GitHub

Portfolio Website

SKILLS

Python

JavaScript

React.js

Node.js

Java

Git

MySQL

Agile Methodologies

Working with API's

HTML

CSS

Problem Solving

PROFILE

As a Computer Science student passionate about software engineering, I strive to use my technical expertise to develop innovative solutions for complex business challenges. I have also strengthened my analytical skills and attention to detail through my experience as a tax associate.

Proficient in Python, JavaScript, and Java, with a solid understanding of agile methodologies, I am ready to make valuable contributions to dynamic software development projects and make a meaningful impact.

EDUCATION

MSc. Computer Science, University College Dublin

Dublin, Ireland

Aug 2022 — Dec 2023

- · Expected Grade: 1st Class Honours
- Relevant Modules: Software Engineering, Data Analysis, Python OOP, Java Programming, Databases, Web Application Development, Data Structures and Algorithms.

International Business, University of Limerick

Limerick, Ireland

Sep 2017 — May 2021

- · I achieved a GPA of 3.58.
- Awarded the Kemmy Pacific Scholarship and the opportunity to complete a semester abroad at *Nanyang Technological University, Singapore*.

EMPLOYMENT HISTORY

Financial Services Tax Associate, Ernst & Young

Dublin, Ireland

Sep 2021 — Aug 2022

- Developed the ability to work to strict deadlines, as meeting filing and reporting requirements for clients is essential in this role.
- Became adept at managing multiple tasks and projects simultaneously, prioritising my workload, and staying organised to ensure that all deadlines are met.

Depositary Banking Intern, Brown Brothers Harriman

Luxembourg City

Jan 2020 — Aug 2020

- Assisting with fund onboarding, due diligence, compliance monitoring, reconciliations, and report preparation.
- Supporting the depositary banking team in monitoring compliance with applicable laws, regulations, and fund documentation. I was responsible for reporting to Brown Brothers Harriman and their clients, such as KBC, Credit Suisse and Swiss Life.

New York City Tourist Application

Technologies used - JavaScript, React, Figma, Material UI, Python, Django.

I am currently leading the frontend development in a group project for my research practicum, focusing on creating an all-in-one application for tourists visiting New York City. Using React and JavaScript, I design the UX and make key design decisions. I integrate APIs to provide event information, weather updates, and maps with routing, ensuring a seamless travel experience.

Dublin Bikes

Technologies used - Python, JavaScript, Flask, MySQL, CSS, HTML.

Developed a web application that utilises APIs to fetch data and display Dublin bike stations on a map. The app incorporates a prediction model, leveraging past usage and weather data, to forecast bike availability. Users can plan their rides more efficiently using this application. More information, including the source code, can be found in my <u>GitHub</u> repository.

Asteroids Game

Technology used - JavaFX

Created an Asteroids game using JavaFX, inspired by the original game developed by Atari. The game involves programming the player ship's controls, implementing collision detection, and tracking the player's score. It showcases my skills in JavaFX game development and demonstrates my ability to create an engaging gaming experience. Further information and source code is in my <u>GitHub</u>.